

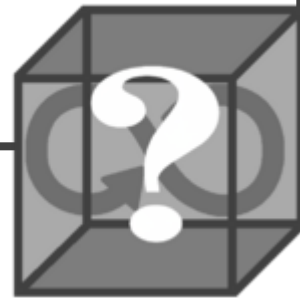
## The Backrooms

in: [Dangerous Levels](#), [Anomalous Levels](#), [Survival Difficulty ?](#), and [3 more](#)

# Level ' - "LIMINAL NEIGHBORHOOD"

**Level '** is by far one of the most unknown levels of the Backrooms, having only 0.000001% explored.

**Survival Difficulty: Class  
Undetermined**



- » **Mysterious Properties**
- » **Unknown Information**
- » **Undocumented Entities**

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## Description

**Level '** consists of many houses that are mysteriously aligned, the properties of this level makes any wanderer remembering being here some time in the past, you may see Swords and Firearms randomly in the streets, little to no cars can be seen here, since this level lacks any source of transportation, excluding transportation by feet, WiFi here is common, coming from the houses that are impossible to access, any encounters with other humans here are very rare to happen, but if you find another person, it might be an entity or an **Optical illusion**, so under any circumstances, DO NOT APPROACH THAT **Optical illusion** OR ENTITY.



The first photograph of this level.

This level also does not have a day/night cycle, being stuck in noon all the time. No clouds in the sky can be seen either. Puddles of **Almond Water** can be seen rarely, however, it is not recommended to drink from these sources, due to it may be infested with **The Disease**, therefore, it is recommended to clean it with a portable water filter before drinking it.

If you will find a car here, then it would be a matter of luck. It may have many useful things inside, including fuel containers, though, it's possible they would be empty. You can also find entities in the car as well. To detect if a car has an entity inside, check the following:

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[Decline their help.](#)

If it lacks any of the following, then the car is 100% safe for travel.

This is the ambience of this level. Despite being devoid of life, birds and other things such as airplanes, lawnmowers, people and cars can be heard, but none can be found:

0:00 / 3:00

## More information

It is currently unknown who explored this level first, however, a camera with a photograph of this level had been recovered.



View of Level G64 from an unknown location.

Similarly to [Level 4368](#), this level was most likely discovered before during medieval times, which explains the swords on the streets. It is also possible that this neighborhood was first located in the [Frontrooms](#), before it whole "no-clipped" into the Backrooms.

This level is also connected to [Level G64](#), since both levels share almost the same properties. A sub-level was also discovered here, [Level '1](#).

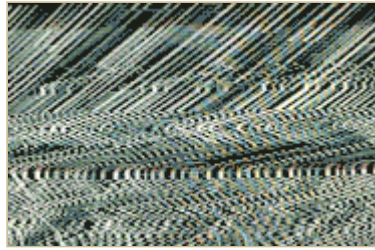
## Transmission and recording issues

For uncertain reasons, cameras and TVs mostly seem to malfunction in this level. This also includes TVs with working antennas.

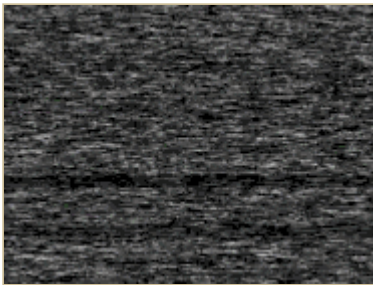
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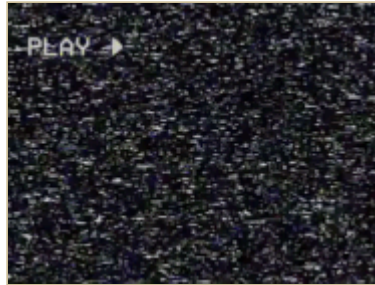
Static when running a TV.



Static when running an old TV.



Video recording output.



Static when trying to play a VHS tape through a VHS player.

The TVs seem to have only seven channels, with one of them being a standard SMPTE testing screen, and two being pure static, while four of them seem to transmit actual channels from the **Frontrooms**. These include:

- Cartoon Network,
- BBC News,
- (Fox)Star News,
- Home&Health.

Further explorations on the houses are still being attempted. All of the common entrances failed, since all doors and windows are weld shut.

## Internet connection

There are relatively stable internet connections present in this level. Their names consist of strings of letters followed by random generated string of numbers (i.e.

~~Y50Wk-32540-BDew00-25048-HEMk-40483~~). The password for all the

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so safe to use

available for some unlimited,

however, their connection breaks after 20 hours, so be sure to download the necessary information you may need in the future during the period.

## Entities

### Optical Illusions

**Optical Illusions** take the form of people who pretend to be trapped here too, then approaching their prey and killing it. No one currently knows what happens to the victims after being killed.

### Computer Lurkers

**Computer Lurkers** take the form of web pages in the "Favorites" bar of any web browser installed in a computer of a house in the level. They can be easily identified by not having an icon and by the following types of names:

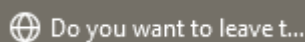
- "Do you want to leave the backrooms? Click here to find out more!"
- "Homemade almond water recipes"
- "The backrooms survival manual"
- "Backrooms for dummies 2022"

They are also hidden as text files ( `.txt`, `.inf`, `.ini`, `.rtf` ), video files ( `.mp4`, `.mov`, `.3gp`, `.avi`, etc.), image files ( `.jpg`, `.png`, `.webp` ) and executable files ( `.exe`, `.bat` ).

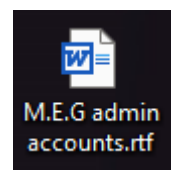
These can be identified by the following types of names:

- "openme.txt"
- "godly almond cake recipe for dummies.rtf"
- "screenshot.png"
- "M.E.G admin accounts.rtf"
- "all windows serial keys working 2022.rtf"
- "to my dearest love.mp4"

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An example of a Computer Lurker.



A typical example of what to not open.

out leaving any  
in the sky, thus

## Orchestrators

Orchestrators are a large mental health hazard. It's ability to cause hallucinations makes it very dangerous. It doesn't deal long term damage, but it makes you very vulnerable. Overall they should be avoided, but it's unknown what they look like. It's very easy to mix up optical illusions and orchestrators, because of their mental hazards, but orchestrators are much less dangerous.

## Discovery log

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**Login with saved credentials**

## Colonies and Outposts

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Due to the nature of this level, no colonies and outposts can be established here.

## Entrances and Exits

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### Entrances

- If you go south-east in **Level 9**, you'll start to fall unconscious after walking for too long, waking up here.
- Attempting to break into any house with a bright light from any room in **Level 9** will lead you here.
- If you break a wall with a torn wallpaper in **Level 0**, you'll end up in a backyard of the houses here, which is rare.
- If you go East from your spawnpoint in **Level 4368**, you'll see a fence separating a neighborhood, jump over it and you'll end up in this level.
- Go all the way West in **Level 11** to end up in this level.
- Entering a back door that will rarely appear in **Level 6969**
- You can enter here by saying "Bring me to my house and my neighborhood." in one of the small houses in **level 987**.
- If you successfully escape from school on **Level -3999** you will be thrown

*into a torn wall, behind images of the houses*

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transported to

**Level !.**

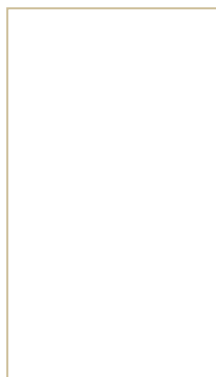
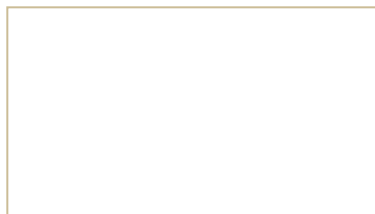
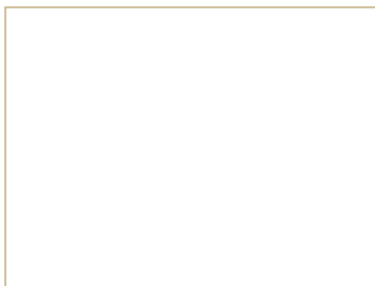
- Find a 2006 Toyota Corolla here, then enter it. You'll fall unconscious, waking up in [Level 69](#).
- Touch any computer to be transported to [The End](#).
- Nocliping through the road will lead one to [Level 996](#); a common approach is to trip.
- If you manage to find an uncovered manhole, enter one and this'll transport you to [Level 8](#).
- If you manage to enter a hospital-themed house, this'll lead you to [Level !](#) again.
- Be killed by a **Optical Illusion** to enter [The Hub](#).
- Find an abandoned house to enter [Level '1](#).
- Go find an alley way to enter [Level '2](#).
- Find a backyard to enter [Level '2](#).
- If you manage to no-clip through a toilet, there's a 20% chance you'll end up in [Level Druznia](#)
- Wandering way too far can send you to [Level '3](#). **This is not advised as you could possibly die or get corrupted.**
- Installing a virus on a computer in this level will transport you to [Level 847](#)

## Gallery

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Due to the camera issues mentioned above, only three photos of the houses have been successfully taken.

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